

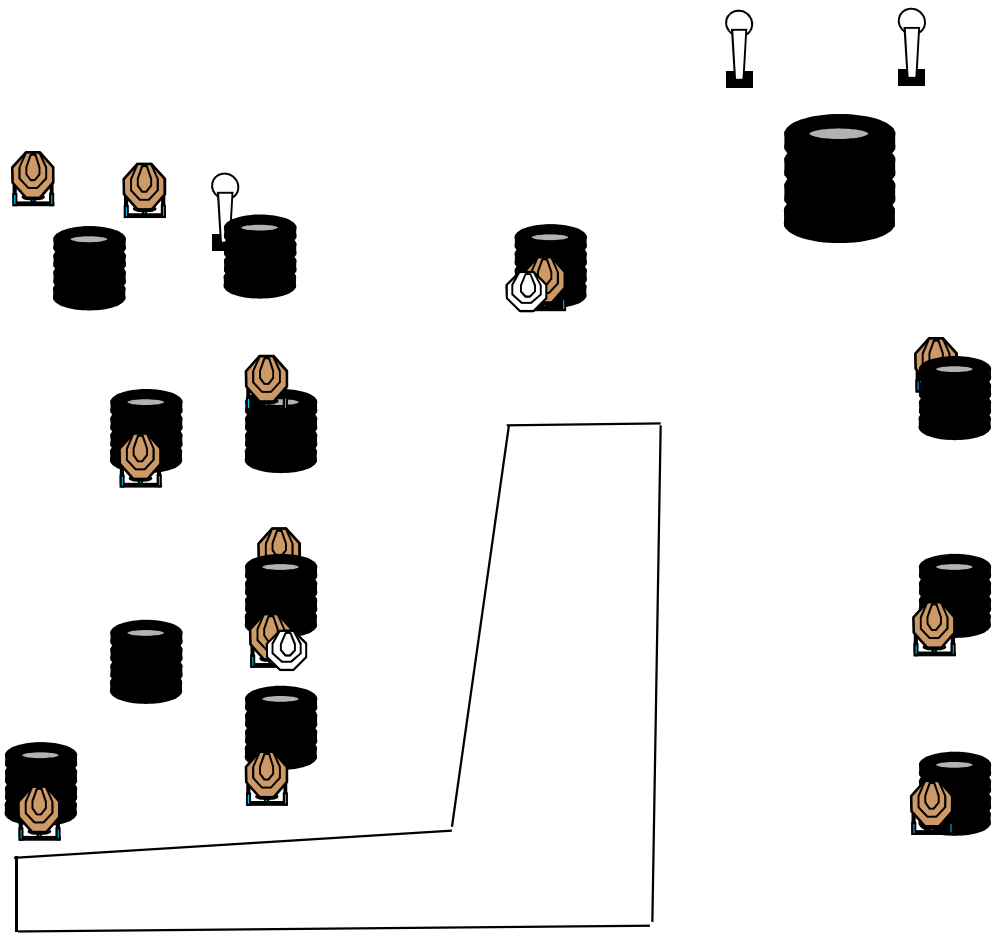
COURSE DESIGNER : Tinus

STAGE NAME: Dog Leg

**LONG COURSE
HANDGUN STAGE 1**

Targets:	12 IPSC Targets	Number of rounds to scored:	27	Possible
IPSC Poppers:	3	points:	135	
No shoot targets:	2	Distance:	5 - 20m	
IPSC Plates:	0	Start:	On audible signal.	

The competitor starts standing relaxed anywhere in demarcated area.
The Handgun loaded and holstered.
On signal engage targets as they become visible from within the demarcated area.



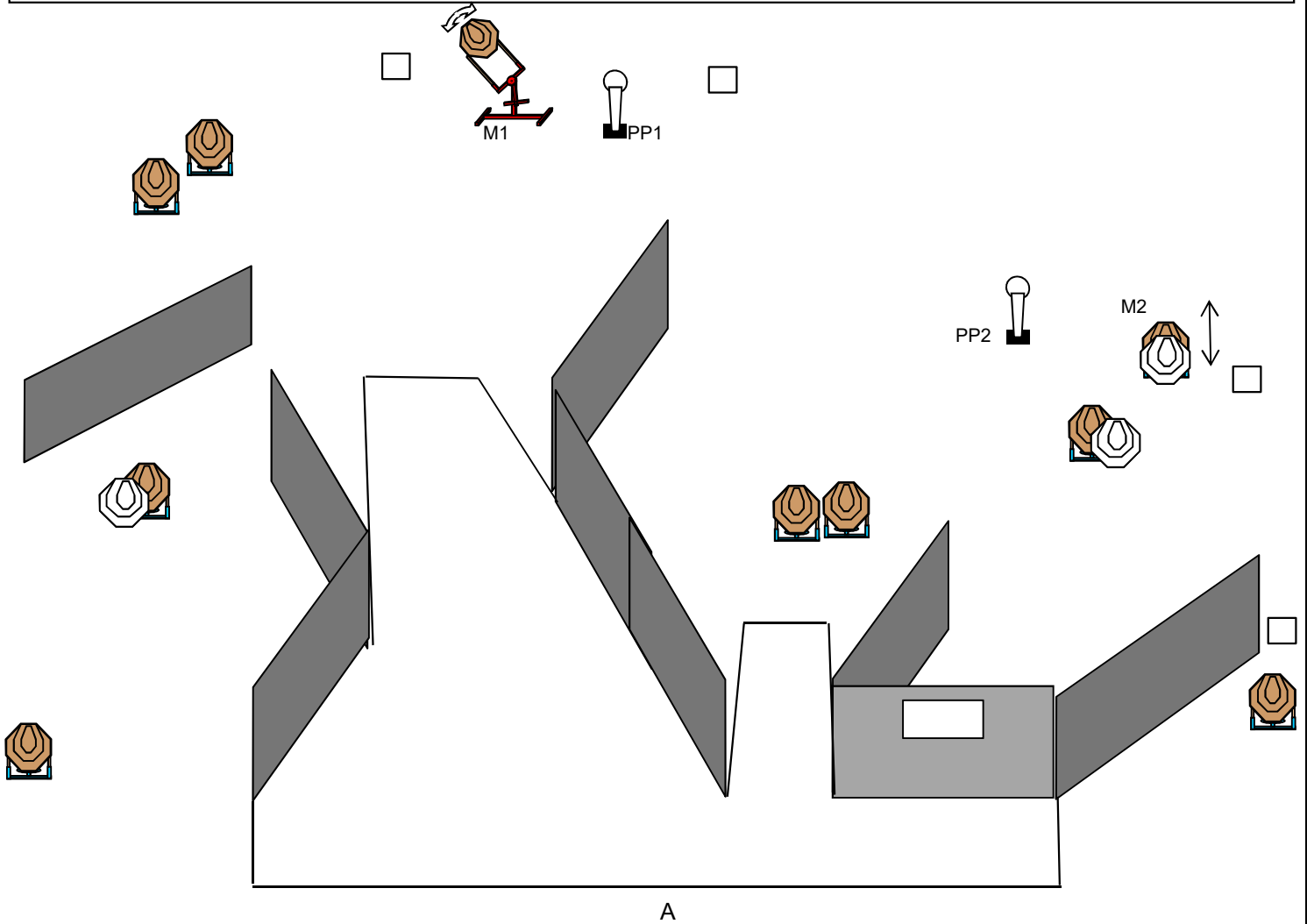
COURSE DESIGNER : Tinus

STAGE NAME: Passage

LONG COURSE
HANDGUN STAGE 2

Targets:	10 IPSC Targets	Number of rounds to scored:	26	Possible Distance:
Poppers:	2	points:	130	
No shoot targets:	2		5 - 19m	
IPSC Plates:	4	Start:		On audible signal.

The competitor starts with both heels at A facing down range. Gun is loaded and holstered
On signal engage targets as they become visible from within the demarcated area. PP1 activates M1 that remains visible.
PP2 activates M2 that will remains visible



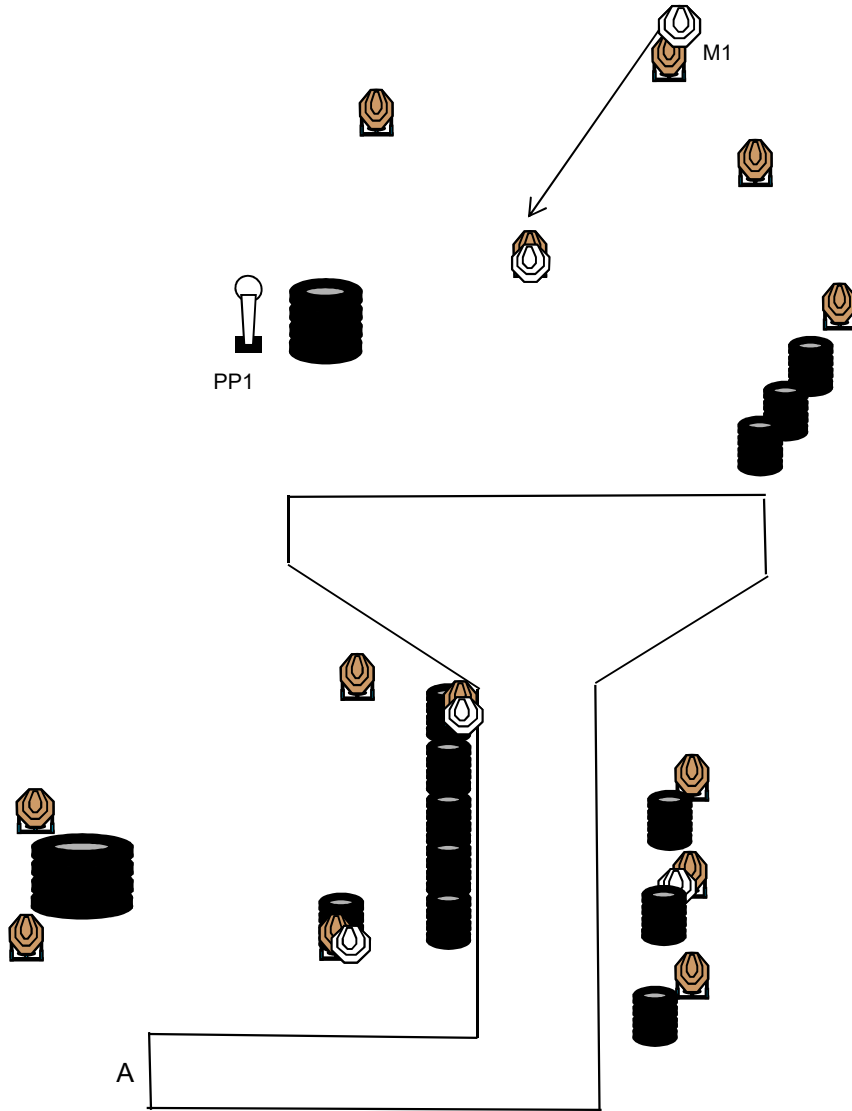
COURSE DESIGNER : Tinus

STAGE NAME: Tyre Times

LONG COURSE
HANDGUN STAGE 3

Targets:	13 IPSC Targets	Number of rounds to scored:	27
No shoot targets:	5	Possible points:	135
Pepper Popper:	1	Distance:	5 - 19m
		Start:	On audible signal.

The competitor starts with one foot at A facing down range. Gun loaded and holstered
On signal engage targets as they become visible from within the demarcated area. PP1 will activate M1 that will disappear and not incur miss penalties.



COURSE DESIGNER : Tinus

STAGE NAME: Wackey Packey

LONG COURSE
HANDGUN STAGE 4

Targets:	11 IPSC Targets	Number of rounds to scored: 26
No shoot targets:	2	Possible points: 130
Plates:	4	Distance: 5 - 19m
		Start: On audible signal.

The competitor starts with both heels at A facing down range. Gun is loaded and holstered
On signal engage targets as they become visible from within the demarcated area.

